

Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently amended) A method of performing a competition between teams by means of at least two sets of modular units, the method comprising acts of:

connecting a first set of modular units to a second set of modular units, wherein each set comprises at least one modular unit;

determining which first modular unit in the first set is connected to which second modular unit or units in the first set;

determining which third modular unit in the second set is connected to which fourth modular unit or units in the second set;

determining a set of information items for at least one modular unit, wherein each information item individually relates to a specific modular unit in said sets, ~~and~~ and wherein said set of information items represents competition-related information, and

wherein said set of information items comprises connection-related information indicating physical locations of said modular units relative to one another as interconnected in a common game space, and wherein the competition-related information depends on the physical locations of said modular units relative to one another;

distributing the set of information items to the corresponding modular units; and

presenting said set of information items on the modular units.

2. (Currently amended) The method as claimed in claim 1, further comprising acts of:

receiving a first information item representing a property of a modular unit; and

setting a competition-related information item based on the received first information item and based on the physical location of said modular unit relative to other modular units.

3. (Currently amended) A method according to claim 1, further comprising an act ~~acts~~ of:

receiving a second information item representing a second competition; and

setting a competition-related information item based on the received second information item and based on the physical location of a modular unit from which the second information item is received relative to other modular units.

4. (Currently amended) The method according to claim 1, further comprising ~~an act~~acts of:

disconnecting a third set of modular units from the first and second set of modular units, wherein said third set comprises at least one modular unit; and

connecting a fourth set of modular units to said first and second set of modular units, wherein said fourth set comprises at least one modular unit;

receiving a fourth information item from the fourth set of modular units; and

setting a competition-related information item based on the received fourth information item and based on a physical location

of the fourth set of modular units relative to the first set of modular units and the second set of modular units.

5. (Currently amended) A computer system for performing a competition between teams by means of at least two sets of modular units, said computer system comprising:

means for connecting a first set of modular units to a second set of modular units, wherein each set comprises at least one modular unit;

means for determining which modular unit is connected to which second modular unit or units in the first and the second set;

means for determining a set of information items, wherein each information item individually relates to a specific modular unit in said sets; ~~and~~ wherein said set of information items represents competition-related information, ~~and~~ wherein said set of information items comprises connection-related information indicating physical locations of said modular units relative to one another as interconnected in said sets in a common game space, and wherein the competition-related information depends on the physical

locations of said modular units relative to one another;

means for distributing the set of information items to the corresponding modular units in said sets; and

means for presenting one of said information items.

6. (Currently amended) A computer-executable code stored on a computer-readable medium for performing a competition between teams by means of at least two sets of modular units, said code when executed by a computer, executes acts of:

connecting a first set of modular units to a second set of modular units, wherein each set comprises at least one modular unit;

determining which first modular unit in the first set is connected to which second modular unit or units in the first set;

determining which third modular unit in the second set is connected to which fourth modular unit or units in the second set;

determining for a set of information items at least one modular unit,

wherein each information item individually relates to a

specific modular unit in said sets, ~~and~~

wherein said set of information items represents competition-related information, ~~and~~

wherein said set of information items comprises connection-related information indicating physical locations of said modular units relative to one another as interconnected in a common playfield, and

wherein the competition-related information depends on the physical locations of said modular units relative to one another;

distributing the set of information items to the corresponding modular units; and

presenting said set of information items on the modular units.

7. (Currently amended) A modular unit for performing a competition between teams by means of at least two sets of modular units, said modular unit comprising:

means for connecting a first set of modular units to a second set of modular units, wherein each set comprises at least one modular unit;

means for determining which modular unit is connected to which second modular unit or units in the first and the second set;

means for determining a set of information items, wherein each information item individually relates to a specific modular unit in said sets, ~~and~~ wherein said set of information items represents competition-related information, ~~and~~ wherein said set of information items comprises connection-related information indicating physical locations of said modular units relative to one another as interconnected in said sets in a common game space, and wherein the competition-related information depends on the physical locations of said modular units relative to one another;

means for distributing the set of information items to the corresponding modular units in said sets; and

means for presenting one of said information items.

8. (Currently amended) The modular unit as claimed in claim 7, further comprising:

means for receiving a first information item representing a property of a modular unit; and

means for setting a competition-related information item based on the received first information item and based on the physical location of said modular unit relative to other modular units.

9. (Currently amended) The modular unit according to claim 7, further comprising:

means for receiving a second information item representing a second competition; and

means setting a competition-related information item based on the received second information item and based on the physical location of a modular unit from which the second information item is received relative to other modular units.

10. (Currently amended) The method as claimed in claim 1, wherein ~~said set of information items further comprises a property for each modular unit~~ the physical locations of said modular units relative to one another determines a physical layout of the common game space.



11. (Currently amended) The method as claimed in claim 1, wherein ~~said set of information items further comprises which first competition is performed~~ the physical locations of said modular units relative to one another determines a physical layout of players within the common game space.

12. (Currently amended) The computer system as claimed in claim 5, wherein ~~said set of information items further comprises a property for each modular unit~~ the physical locations of said modular units relative to one another determines a physical layout of the common game space.

13. (Currently amended) The computer system as claimed in claim 5, wherein ~~said set of information items further comprises which first competition is performed~~ the physical locations of said modular units relative to one another determines a physical layout of players within the common game space.

14. (Currently amended) The computer-executable code stored on a

computer-readable medium as claimed in claim 6, wherein ~~said set of information items further comprises a property for each modular unit~~ the physical locations of said modular units relative to one another determines a physical layout of the common game space.

15. (Currently amended) The computer-executable code stored on a computer-readable medium as claimed in claim 6, wherein ~~said set of information items further comprises which first competition is performed~~ the physical locations of said modular units relative to one another determines a physical layout of players within the common game space.

16. (Currently amended) The modular unit as claimed in claim 7, wherein ~~said set of information items further comprises a property for each modular unit~~ the physical locations of said modular units relative to one another determines a physical layout of the common game space.

17. (Currently amended) The modular unit as claimed in claim 7,

~~wherein said set of information items further comprises which first~~  
~~competition is performed~~ the physical locations of said modular  
units relative to one another determines a physical layout of  
players within the common game space.